



## Overview

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Congratulations for downloading my Korea 2012 campaign mod pack for BMS. This project represents a full year of modding by me and countless other fellow developers from the BMS forum.

BMS-Korea 2012 is in fact three full, slightly different modifications of the three default Microprose campaigns. This release encompasses my two previous independent releases, Korea 2012 and its iteration EuroWar, along with a new release, Carrier War, into one easy to install package. For purposes of this documentation, Korea 2012 refers to the entire package as a whole comprising its individual components of the package; Korea 2012, EuroWar and Carrier War.

## EULA

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Before we get started, let's cover the legal portion. This entire package is freeware. As the end user, you are free to copy, host and distribute the complete package provided its stays freeware. You are also allowed to make your own modifications to its individual components and release them as your own personal fixes, but they also must remain freeware. Finally, if you are making modifications to this package, or just providing personal fixes, please give due credit to me and the many developers who helped make this package possible.



## History

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Though my Korea 2012 package is a relatively recent development in the Falcon Community, the main thrust behind the Korea 2012 campaigns is almost as old as freeware Falcon modding is in itself. The first incarnation came during the time of Falcon Superpak. At the time, the idea was to simply improve the mid 1990's default aircraft. The original modifications were fairly limited and done primarily to the NATO aircraft. One change involved replacing the F-111 strike aircraft with F-15E jets. Major changes weren't really possible at the time due to database limitations of the early Falcon versions.

Eventually a minor release was provided to the public. It was called Korea 2010. Korea 2010 wasn't necessarily the sole release by one developer, but a collaboration of minor changes by several individuals. UI artwork was unchanged from the default installation, but 2010 was the first release to be a separate, individual addon, very similar to a theatre release. As we would see in the future, Korea 2010's approach would become a model for future releases.

As the Falcon Community changed into three groups comprising of Free Falcon, Open Falcon and Allied Force, Korea 2010 slowly faded. But with every death, Falcon rises like a Phoenix to even greater glory. Korea 2010 would be no exception

Free Falcon jumped leaps and bounds through many of Falcon's previous barriers. One of its greatest achievements was building an amazing database that included huge numbers of new aircraft that simply weren't available in the original version of falcon. One of those was the F-22, another was the Joint Strike Fighter. The naval code, while still ungainly, was updated enough to allow player controlled aircraft like the Super Hornet and F-14 to launch and trap from carriers.

With all these changes, a much improved upon mod, similar in concept to Korea 2010 appeared. This time it was called Korea 2012. FF not only updated the F-111 to F-15, they also replaced the F-14 with the Super Hornet. The F-22 was added as well during a time when the aircraft was still in the prototype stage. Korea 2012 had come alive in a way that nobody had ever thought. With Korea 2012's release in FF5, a second campaign mod of aircraft with a more European flavor was included. It was called Eurowar. Both mods were included in the default install along with a 1980's campaign. During Free Falcon's final release of FF6, these mods were still included.



## BMS-Korea 2012

In September of 2011, BMS came onto the scene. Along with the amazing DirectX 9c graphics and reworked flight models, BMS introduced a new philosophy concerning mods. Mods were now openly encouraged and supported by the Dev team. Developers from previous Falcon variants quickly jumped in and joined the new era in the Falcon world along with its up to date EXE.

Very early after BMS 4.32's initial release, I wanted to create a version of Free Falcon's Korea 2012. But unlike the Free Falcon version, I wanted to give many of the overlooked aircraft a better appearance in BMS Korea 2012. I also wanted to utilize Falcon's dynamic campaign so aircraft that appeared in previous flight simulators, long since made unplayable due to changes in hardware and OS, could be played through Korea 2012.

Using these parameters I added the CF-18 and RAAF F/A-18C. Both very capable aircraft, but versions of the stock F/A-18 never really received much attention in either Falcon 4 or other commercial simulations. I purposely added the F-15E, one of my favorite Jane's titles from the past. I also added the F/A-18F, while carrier operations with this aircraft still have issues when launching from catapults, land based units were provided to give players part of the joy of playing Jane's Super Hornet title. EF-2000 was a simulator that excelled above others in many ways. It was due to its lasting impression that all three campaigns received a Eurofighter squadron.

Finally, for me no simulation about modern combat could be complete without the F-22 Lightning. Probably one of the best air-to-air fighter jets in the world today, its prohibitive cost meant its deployment would be limited in any real world conflict. Thus, I added one squadron per campaign just like a real life conflict.

Just like the original Korea 2010, the NATO aircraft changes would only be the start of Korea 2012. The amazing, selfless assistance of several BMS developers would eventually propel Korea 2012 far beyond what I could have ever imagined.

When I first started, I was simply using a few campaign saves that overwrote the default Microprose Campaigns. It was a simple but ungainly method of employment. One of which victims was BMS' multiplayer. This situation was quickly fixed by a template graciously provided by Dee-Jay. Molni's database tweaks added to the mod and gave it several much needed changes over the stock 4.32 install. Moort graciously updated the Red aircraft and balanced the lopsided campaign play.

With the above changes, Korea 2012 was now a full-fledged mod that could stand on its own feet.





## BMS-EuroWar

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Many months after the release of Korea 2012, I received several comments through pm. It seemed that many Falcon flyers greatly enjoyed Korea 2012, but wanted to fly the Tornado. An unofficial poll a short time later confirmed that general mood.

At first, I was going to modify the Korea 2012 campaigns to include the Tornado, but after a while I realized that doing so would change the dynamic of the original mod. I soon concluded that a standalone mod using mostly European aircraft would be a better way of including the venerable fighter/bomber. Thus, EuroWar was born.

At first, EuroWar started out as a mod where the F-15 was replaced by several versions of the Tornado. Eventually, the full modifications included replacement the USAF F-16s with European types along with the Jaguar and addition EF-2000 aircraft. Moort's upgraded Red forces and along with Moli's AAA/SAM tweaks were carried forth as well.

# *Carrier War*



## BMS-Carrier War

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As I grew more confident with modding, I realized one of my favorite activities next to flying the F-16 was launching from the catapult and trapping on the carrier. BMS' amazing leap concerning its naval code, made such operations much more realistic and fun.

At first, I simply activated the carriers from their reserve status in Korea 2012 and EuroWar. While this was a great fix and made naval aviation available, missions were still limited. Flying from the carriers during the full war would mean players were confined to the east side of the map.

Early in 2013, dlckddnjs9 came to the scene with his Halo Korea mod. In this mod, dlckddnjs9 added two carriers, one red ship in the west along with a blue carrier in the east.

Dlckddnjs9's campaigns gave me the idea I needed. I then contacted him and advised him of my plans. Dlckddnjs9 excitedly agreed and modified my Korea 2012 campaigns with a western carrier outfitted with four squadrons. Carrier War was now born.



## Credits

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Just like the original version of Korea 2010, the final version of Korea 2012 got to this finished state through the selfless assistance of dozens of people on the BMS forum. Credits to the following BMS members are as follows:

Ram22 – A fellow FF forum member who taught me how use TACEDIT; a very difficult program that formed the foundation for all the Korea 2012 mods.

Demer929 – Another great developer in the Falcon field. A great resource who provided me with countless hours of assistance in all facets of development work.

Dee-Jay – The initial provider for my original BMS-Korea 2012 template. It this template that has lived not only in Every version of Korea 2012, but several other projects thereafter. Dee-Jay also provided the theatre selection screen artwork for Korea 2012. The image you used couldn't have been more fitting.

Molni – A provider many great SAM and AAA tweaks. It is these tweaks that make the campaigns more enjoyable and still challenging.

Moort – The genius who updated the Red Air Force aircraft in all my campaigns. These changes are one of the most stunning improvements over the stock campaigns.

Zelegend – A graphical genius who provided me with the Korea 2012 artwork. He also provided and hosted the initial Korea 2012 single click installer.

Revientor – A great graphical artist and BMS expert who helped me in several BMS projects. It was his hands that gave EuroWar's final artwork its glory.

Halo – The original artist who created Halo Korea mod, which became the inspiration for Carrier War. Halo also helped mod the Carrier War campaigns by adding the second carrier and its fighter squadrons.

# Changelog

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v1.0:

SAVE#.cam modified (new campaigns)

Database modified by Molnibalage

New Korea Strings.idx/wch added

New PPT.ini added

V1.0a:

C-130 patches changed to reflect USAF

v1.0b:

Land based USMC F/A-18A and RAAF F/A-18F(USN skin) squadrons added to Tiger Spirit and Rolling Thunder. All ROK F4SK removed from Tiger Spirit.

Fixed an error when compressing with WinRAR.

v1.0c

upgraded red A/C:

\*\* attack

\*\*\* il28 > su24

\*\*\* mi24 > ka50

\*\*\* su25 > su39

\*\* bomber

\*\*\* tu16 > tu22

\*\* fighter

\*\*\* mig19sf > a5

\*\*\* mig21mfpm > j7

\*\*\* mig23ml > j8

\*\*\* mig25 > mig31

\*\*\* mig29a > mig29s

\*\*\* su27 > j11

v1.0d

Remaining ROK F4 replaced by RAAF F/A-18C. Some loadouts modified. Squadron patches changed to reflect correct division/nation.



Chinese Squadrons have PRC patches, North Korean Squadrons have DPRK patches. Associated NATO bomber units have actual bomber patches instead of fighter squadron. Other minor polishing done to unit patches.

v1.1

New UI, One-click-Installer

Hotfix - fixes mislocated C -130 and removes it from Hamhung and returns it to Kadena.

Hofix version 2 - Improved carrier aircraft supply, changed to NATO patches for EF2K aircraft

Hotfix version 3 - Carrier and F/A-18C, F/A-18D and F-14 aircraft can be flown from beginning of campaign to the end.

v1.2

Initial release of Carrier War with assistance from D1ckddnjs9. Combining Korea 2012, Carrier War and EuroWar into one combined release

Happy Falconing

Chuckles